

What Is Claimed is:

1. A method for using two displays and an interactive wagering application to present a user with video content and interactive wagering opportunities for races that are to be run, comprising:

displaying the video content for the user on a first of the displays; and

simultaneously displaying the interactive wagering opportunities for the user on a second of the two displays, wherein the video content and the interactive wagering opportunities are synchronized.

2. The method defined in claim 1 further comprising synchronizing the video content and the interactive wagering opportunities using a direct communications link between equipment for the first display and equipment for the second display.

3. The method defined in claim 1 further comprising synchronizing the video content and the interactive wagering opportunities using an indirect communications link between equipment for the first display and equipment for the second display.

4. The method defined in claim 1, wherein the races involve runners that are horses.

5. The method defined in claim 1 further comprising providing the user with an opportunity to use the interactive wagering application to select a racetrack for the wager.

6. The method defined in claim 1 further comprising providing the user with an opportunity to use the interactive wagering application to select a race for the wager.

7. The method defined in claim 1 further comprising providing the user with an opportunity to use the interactive wagering application to select a wager type for the wager.

8. The method defined in claim 1 further comprising providing the user with an opportunity to use the interactive wagering application to select a wager amount for the wager.

9. The method defined in claim 1 further comprising providing the user with an opportunity to use the interactive wagering application to select a runner or runners for the wager.

10. The method defined in claim 1, wherein the races involve runners, the method further comprising:

displaying content on a particular race as the video content on the first display; and
simultaneously displaying content on the second display that provides the user with an opportunity to create a wager for that particular race.

11. The method defined in claim 1 further comprising:

providing the user with an option on the first display; and

displaying the interactive wagering opportunities on the second display in response to the user selecting the option on the first display.

12. The method defined in claim 1 further comprising:

providing the user with an option on the second display; and

displaying the interactive wagering opportunities on the first display in response to the user selecting the option on the second display.

13. The method defined in claim 1 further comprising:

providing the user with an option on the second display; and

displaying the interactive wagering opportunities on the first display as an overlay on top of the video on the first display in response to the user selecting the option on the second display.

14. The method defined in claim 1 further comprising:

providing the user with an option on the second display; and

displaying the interactive wagering opportunities on the first display as a wrap-around region on the first display in response to the user selecting the option on the second display.

15. The method defined in claim 1, wherein the video content is a wagering television channel, the method further comprising:

using a set-top box to tune to the wagering television channel; and

using a personal computer monitor attached to a computer to display the interactive wagering opportunities on the second display.

16. The method defined in claim 1, wherein the video content is television, wherein the first display is associated with a television, and wherein the second display is included in user equipment, the method further comprising:

allowing the user to tune between different television channels;

displaying the television channel that the user has tuned to as the video content on the first display; and

automatically displaying the interactive wagering opportunities on the second display when the television channel that the user has tuned to is related to wagering.

17. The method defined in claim 1, wherein the first display is included in first user equipment and wherein the second display is included in second user equipment, and wherein the first and the second user equipment are indirectly connected through a server, the method comprising:

allowing the user to tune between different television channels;

displaying the television channels that the user has tuned to on the first display as the video content; and

using the server to provide the interactive wagering opportunities on the second display.

18. The method defined in claim 1, wherein the first display is included in first user equipment and wherein the second display is included in second user equipment, and wherein the first and the second user equipment are indirectly connected through a server at a television distribution facility, the method comprising:

allowing the user to tune between different television channels;

displaying the television channels that the user has tuned to on the first display as the video content; and

using the server at the television distribution facility to provide the interactive wagering opportunities on the second display.

19. The method defined in claim 1, wherein the first display is included in first user equipment and wherein the second display is included in second user equipment, and wherein the first and the second user equipment are indirectly connected through a server at a transaction processing and subscription management system, the method comprising:

allowing the user to tune between different television channels;

displaying the television channels that the user has tuned to on the first display as the video content; and

using the server at the transaction processing and subscription management system to provide the interactive wagering opportunities on the second display.

20. The method defined in claim 1 further comprising displaying web content including the interactive wagering opportunities on top of the video as an overlay.

21. The method defined in claim 1, wherein the first display is associated with user equipment and wherein the video is television, the method further comprising:

allowing the user to tune the user equipment to a desired television channel; and

launching a web browser to display web content including the interactive wagering opportunities on the first display when the user tunes to a wagering-related television channel.

22. The method defined in claim 1, wherein the first and the second displays are part of the same user equipment device.

23. The method defined in claim 1, wherein the first display is part of a television and the second display is part of a cellular telephone, the method further comprising allowing the user to use the

cellular telephone to place a wager in response to the interactive wagering opportunities.

24. The method defined in claim 1, wherein a set-top box is used to display the video content on the first display, wherein the second display is part of a personal computer, and wherein the personal computer is connected directly to the set-top box to receive information that allows the interactive wagering opportunities that are displayed in the second display to be synchronized with the video content on the first display.

25. The method defined in claim 1, wherein the second display is part of a remote control.

26. The method defined in claim 1, wherein the first display is associated with first user equipment and wherein the second display is associated with second user equipment, the method further comprising using a wireless communications path to send information to the second user equipment.

27. The method defined in claim 1, wherein the first display is associated with first user equipment and wherein the second display is associated with second user equipment, the method further comprising using a wireless communications path to send information to the second user equipment regarding the interactive wagering opportunities.

28. The method defined in claim 1, wherein the first display is a first television connected to a set-top box and wherein the second display is a second television connected to the same set-top box.

29. The method defined in claim 1, wherein the first display is a television having a processor and wherein the second display is a monitor for a personal computer connected to the television.

30. The method defined in claim 1, wherein the first display is a television having a processor and wherein the second display is a monitor for a personal computer that is connected to the television with a FireWire communications link.

31. The method defined in claim 1 further comprising displaying setup options for the user that allow the user to adjust the number of displays that are used to present the video content and the interactive wagering opportunities to the user.

32. The method defined in claim 1 further comprising processing wagers with equipment remote from the first and the second displays when the user responds to an interactive wagering opportunity.

33. The method defined in claim 1, wherein the races involve runners, the method further comprising processing the wager once the wager has been placed.

34. The method defined in claim 1, wherein the races involve runners, and wherein an account is maintained for the user at a transaction processing and subscription management system, the method further comprising processing wagers created by the user in response to the interactive wagering opportunities once the wagers have been placed and crediting the account when the wagers are successful.

35. The method defined in claim 1, wherein the first display is part of user television equipment.

36. The method defined in claim 1, wherein the second display is part of user computer equipment.

37. The method defined in claim 1, wherein the second display is part of user telephone equipment.

38. The method defined in claim 1, wherein the second display is part of a cellular telephone with a display.

39. The method defined in claim 1, wherein the second display is part of a handheld computer.

40. An interactive wagering system in which an interactive wagering application is used to provide a user with an opportunity to place wagers on races that are to be run, comprising:

a first display device configured to display video content; and

a second display device configured to simultaneously display interactive wagering opportunities for the user, wherein the video content and the interactive wagering opportunities are synchronized.

41. The system defined in claim 40 further comprising a direct communications link between equipment for the first display device and equipment for the second display device, wherein the direct communications link is used to synchronize the video content and the interactive wagering opportunities.

42. The system defined in claim 40 further comprising an indirect communications link between equipment for the first display device and equipment for the second display device, wherein the indirect communications link is used to synchronize the video content and the interactive wagering opportunities.

43. The system defined in claim 40, wherein the races involve runners that are horses.

44. The system defined in claim 40, wherein the interactive wagering application provides the user with an opportunity to select a racetrack for the wager.

45. The system defined in claim 40, wherein the interactive wagering application provides the user with an opportunity to select a race for the wager.

46. The system defined in claim 40, wherein the interactive wagering application provides the user with an opportunity to select a wager type for the wager.

47. The system defined in claim 40, wherein the interactive wagering application provides the user with an opportunity to select a wager amount for the wager.

48. The system defined in claim 40, wherein the interactive wagering application provides the user with an opportunity to select a runner or runners for the wager.

49. The system defined in claim 40, wherein the races involve runners, wherein the first display device is configured to display content on a particular race, and wherein the second display device is configured to simultaneously display content that provides the user with an opportunity to create a wager for that particular race.

50. The system defined in claim 40, wherein the interactive wagering application provides the user with an option on the first display device and wherein the interactive wagering application is configured to display the interactive wagering opportunities on the second display device in response to the user selecting the option on the first display device.

51. The system defined in claim 40, wherein the interactive wagering application provides the user with an option on the second display device and wherein the interactive wagering application is configured to display the interactive wagering opportunities on the second display device in response to the user selecting the option on the second display device.

52. The system defined in claim 40, wherein the interactive wagering application provides the user with an option on the second display device and wherein the interactive wagering application is configured to display the interactive wagering opportunities on the first display device as an overlay on top of the video on the first display device in response to the user selecting the option on the second display device.

53. The system defined in claim 40, wherein the interactive wagering application provides the user with an option on the second display device and wherein the interactive wagering application is configured to display the interactive wagering opportunities on the first display device as a wrap-around region on the first display device in response to the user selecting the option on the second display device.

54. The system defined in claim 40, wherein the video content is a wagering television channel and wherein the second display device is a personal computer monitor, the system further comprising:

a computer coupled to the personal computer monitor and configured to display the interactive wagering opportunities on the monitor; and
a set-top box configured to allow a user to tune to the wagering television channel.

55. The system defined in claim 40, wherein:
the video content is television;
the first display device is a television that is configured to allow a user to tune between different television channels; and
the second display device is included in user equipment that is configured to automatically display the interactive wagering opportunities when the television channel that the user has tuned to is related to wagering.

56. The system defined in claim 40, wherein:
the interactive wagering application is configured to allow a user to tune between different television channels;
the first display device is included in first user equipment that is configured to display the television channels that the user has tuned to as the video content; and
the second display device is included in second user equipment, the system further comprising a server configured to provide the interactive wagering opportunities on the second display device, wherein the first and second equipment are indirectly connected through the server.

57. The system defined in claim 40, wherein:
the interactive wagering application is
configured to allow a user to tune between different
television channels;

the first display device is included in
first user equipment that is configured to display the
television channel that the user has tuned to as the
video content; and

the second display device is included in
second user equipment, the system further comprising a
server at a television distribution facility configured
to provide the interactive wagering opportunities on
the second display device, wherein the first and second
equipment are indirectly connected through the server
at the television distribution facility.

58. The system defined in claim 40, wherein:
the interactive wagering application is
configured to allow a user to tune between different
television channels;

the first display device is included in
first user equipment that is configured to display the
television channel that the user has tuned to as the
video content; and

the second display device is included in
second user equipment, the system further comprising a
server at a transaction processing and subscription
management system configured to provide the interactive
wagering opportunities on the second display device,
wherein the first and second equipment are indirectly
connected through the server at the transaction
processing and subscription management system.

59. The system defined in claim 40 wherein the first display device is configured to display web content including the interactive wagering opportunities on top of the video content as an overlay.

60. The system defined in claim 40, wherein the video content is television and wherein the first display device is associated with user equipment that is configured to allow a user to tune to a desired television channel, the system further comprising a web browser configured to automatically launch and display web content including the interactive wagering opportunities on the first display device when the user tunes to a wagering-related television channel.

61. The system defined in claim 40, wherein the first and the second display devices are part of the same user equipment.

62. The system defined in claim 40, wherein the first display device is a television and wherein the second display device is part of a cellular telephone that is configured to allow the user to place a wager in response to the interactive wagering opportunities.

63. The system defined in claim 40, further comprising:

a set-top box configured to display the video content on the first display device; and

a personal computer that includes the second display device, wherein the personal computer is connected directly to the set-top box and is configured to receive information that allows the interactive wagering opportunities that are displayed on the second display device to be synchronized with the video content on the first display device.

64. The system defined in claim 40, further comprising a remote control that includes the second display device.

65. The system defined in claim 40, wherein:
the first display device is associated with first user equipment;
the second display device is associated with second user equipment; and
the second user equipment includes a wireless receiver configured to receive information.

66. The system defined in claim 40, wherein:
the first display device is associated with first user equipment;
the second display device is associated with second user equipment; and
the second user equipment includes a wireless receiver configured to receive information regarding the interactive wagering opportunities.

67. The system defined in claim 40, wherein the first display device is a first television and wherein the second display device is a second

television, the system further comprising a set-top box that is coupled to the first television and the second television.

68. The system defined in claim 40, wherein the first display device is a television having a processor and wherein the second display device is a personal computer monitor coupled to the television.

69. The system defined in claim 40, wherein the first display device is a television having a processor and wherein the second display device is a personal computer monitor, the system further comprising:

a personal computer coupled to the personal computer monitor; and

a FireWire communications link that couples the personal computer to the television.

70. The system defined in claim 40 further comprising a display device configured to display setup options that allow the user to adjust the number of displays that are used to present the video content and the interactive wagering opportunities to the user.

71. The system defined in claim 40 further comprising equipment remote from the first and the second display devices that is configured to process wagers when the user responds to the interactive wagering opportunities.

72. The system defined in claim 40, wherein the races involve runners, the system further comprising processing equipment configured to process the wager once the wager has been placed.

73. The system defined in claim 40, wherein the races involve runners, the system further comprising:

a transaction processing and subscription management system configured to maintain an account for the user; and

processing equipment configured to process wagers created by the user in response to the interactive wagering opportunities once the wagers have been placed and credit the account when the wagers are successful.

74. The system defined in claim 40, further comprising user television equipment that includes the first display device.

75. The system defined in claim 40, further comprising user computer equipment that includes the second display device.

76. The system defined in claim 40, further comprising user telephone equipment that includes the second display device.

77. The system defined in claim 40, further comprising a cellular telephone that includes the second display device.

